

REPORT PROJECT
**Implementation
Branch and Bound Algorithm
in Snake Game**

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Implementation Branch and Bound Algorithm in Snake Game

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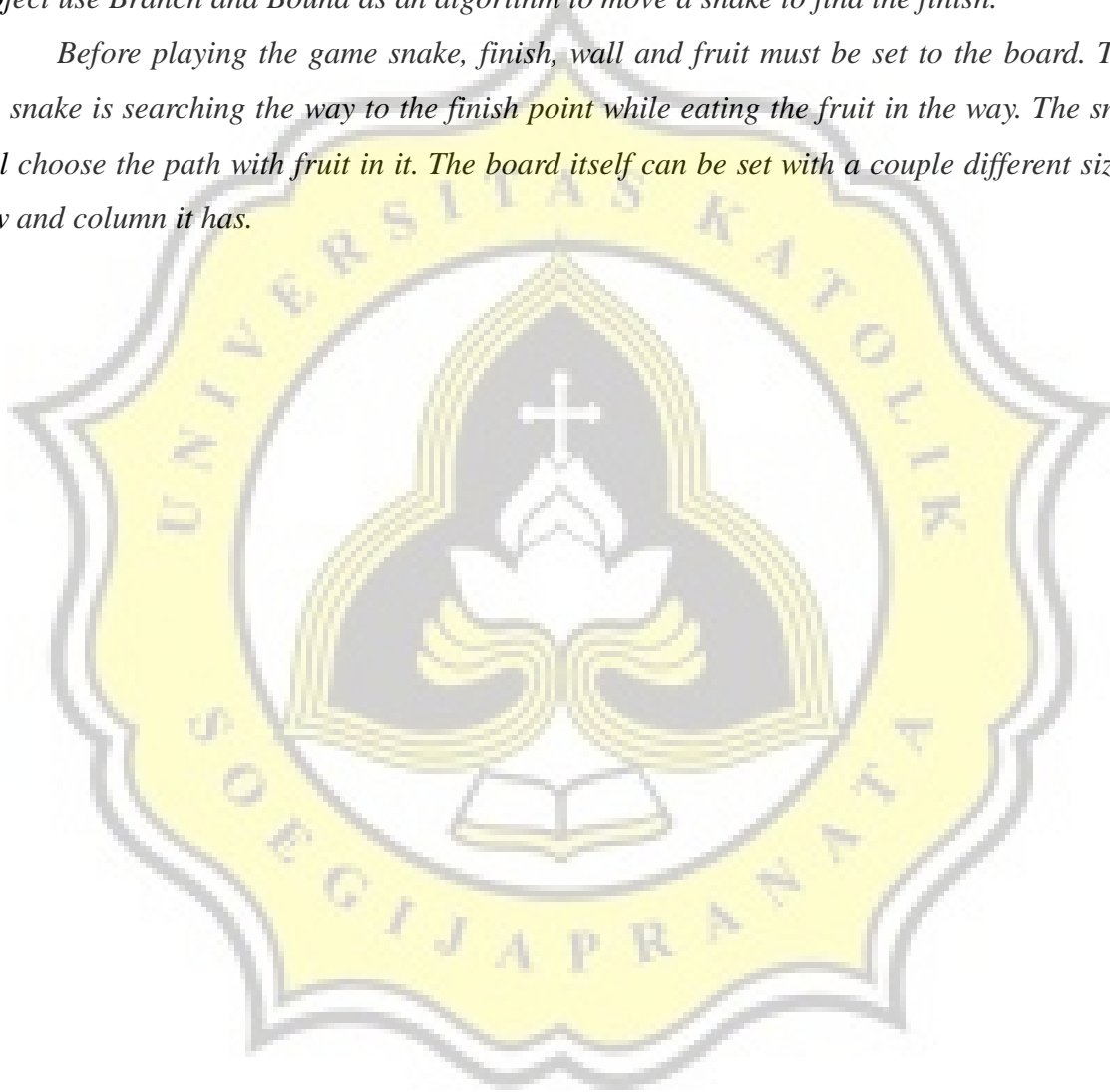
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ABSTRACT

Snake game is a simple game which have a purpose for snake to find a way to finish. If the snake finds a wall, it must look for the other way until he find the finish. This project is created with Java Language Programming and use GUI for (Graphical User Interface) programming to the performance. This project uses Array and tree as a data structure. This project use Branch and Bound as an algorithm to move a snake to find the finish.

Before playing the game snake, finish, wall and fruit must be set to the board. Then the snake is searching the way to the finish point while eating the fruit in the way. The snake will choose the path with fruit in it. The board itself can be set with a couple different size of row and column it has.



FOREWORD

First of all i want to say thank you to Allah S.W.T. for my finished report. I want to say many thank you to my family including my mother, father and brother for supporting me through my college years from start till i can actually graduated from it. They always encouraging me to accomplish my graduation without to much time to take. And here i am with my completed Final Project going to graduated from UNIKA Soegija Pranata without to much time. Just a half year behind from the average time. Not to bad i guess. Hahaha.

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